

Standards Alignment

Code.org K-5 Curriculum Course 3

1. Comput	Computational Thinking (Unplugged)
ISTE	1a - Apply existing knowledge to generate new ideas, products, or processes.
	1.c - Use models and simulation to explore complex systems and issues.
	2.d - Contribute to project teams to produce original works or solve problems.
	4.b - Plan and manage activities to develop a solution or complete a project.
	4.d - Use multiple processes and diverse perspectives to explore alternative solutions.
CSTA	CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.
	CT.L1:6-02. Develop a simple understanding of an algorithm using computer-free exercises.
	CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.
	CT.L2-06. Describe and analyze a sequence of instructions being followed.
	CT.L2-08. Use visual representations of problem states, structures, and data.
	CT.L2-12. Use abstraction to decompose a problem into sub-problems.
	CT.L2-14. Examine connections between elements of mathematics and computer science including binary
	numbers, logic, sets, and functions.
NGSS	3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to
	meet the criteria and constraints of the problem.
CC Math	Mathematical Practices
	1. Make sense of problems and persevere in solving them.
	2. Reason abstractly and quantitatively.
	3. Construct viable arguments and critique the reasoning of others.
	6. Attend to precision.
	7. Look for and make use of structure.
	8. Look for and express regularity in repeated reasoning.
	3.0A.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups.
	arrays, and measurement quantities.



	NGSS
 CT.L1:3-01. Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate problems CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology. CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out. CPP.L1:6-06. Implement problem solutions using a block-based visual programming language. CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions. CT.L2-06. Describe and analyze a sequence of instructions being followed. CT.L2-08. Use visual representations of problem states, structures, and data. CT.L2-12. Use abstraction to decompose a problem into sub-problems. 	CSTA
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SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly. L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships	
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4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm. 5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm.	



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	 Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Use appropriate tools strategically.
	6. Attend to precision.7. Look for and make use of structure.8. Look for and express regularity in repeated reasoning.
	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities.
	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.
	5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm.
CC ELA	L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.
	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.
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3. Artist	
ISTE	1.a - Apply existing knowledge to generate new ideas, products, or processes. 1.c - Use models and simulation to explore complex systems and issues.
	4.b - Plan and manage activities to develop a solution or complete a project. 6.a - Understand and use technology systems.
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CSTA	CT. L1:3-01. Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate
	problems. CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology.
	CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out. CPP.L1:6-06. Implement problem solutions using a block-based visual programming language.



5.NBT.B.5 - Fluently multiply multi-di 5.G.A.2 - Represent real world and m coordinate plane, and interpret coordinate plane and use accurately gr words and phrases, including those t	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers us 4.MD.A.3 - Apply the area and perimeter formulas for rectangles in 14.MD.C.5 - Recognize angles as geometric shapes that are formed wand understand concepts of angle measurement. 4.MD.C.7 - Recognize angle measure as additive. 4.G.A.1 - Draw points, lines, line segments, rays, angles (right, acute, 4.G.A.2 - Classify two-dimensional figures based on the presence or the presence or absence of angles of a specified size. 4.G.A.3 -Recognize a line of symmetry for a two-dimensional figure can be folded along the line into matching part.	 4. Model with mathematics. 5. Use appropriate tools strategically. 6. Attend to precision. 7. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning. 3.OA.3 - Use multiplication and division within 100 to solve word arrays, and measurement quantities. 3.G.A.2 - Partition shapes into parts with equal areas. Express the 	 CC Math Mathematical Practices 1. Make sense of problems and persevere in solving them. 2. Reason abstractly and quantitatively. 	NGSS 3-5-ETS1-2 - Generate and compare multiple possible solutions to a prob meet the criteria and constraints of the problem.	CT.L2-01. Use the basic steps in algorithmic problem solving to design solu CT.L2-06. Describe and analyze a sequence of instructions being followed. CT.L2-08. Use visual representations of problem states, structures, and dat CT.L2-12. Use abstraction to decompose a problem into sub-problems.
5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm. 5.G.A.2 - Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation. L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm. 4.MD.A.3 - Apply the area and perimeter formulas for rectangles in real world and mathematical problems. 4.MD.C.5 - Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint, and understand concepts of angle measurement. 4.MD.C.7 - Recognize angle measure as additive. 4.G.A.1 - Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. 4.G.A.2 - Classify two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of a specified size. 4.G.A.3 -Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching part.	 4. Model with mathematics. 5. Use appropriate tools strategically. 6. Attend to precision. 7. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning. 3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities. 3.G.A.2 - Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole. 	ere in solving them. 7.	ultiple possible solutions to a problem based on how well each is likely to problem.	CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions. CT.L2-06. Describe and analyze a sequence of instructions being followed. CT.L2-08. Use visual representations of problem states, structures, and data. CT.L2-12. Use abstraction to decompose a problem into sub-problems.



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ISTE	1.a - Apply existing knowledge to generate new ideas, products, or processes.
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	4.b - Plan and manage activities to develop a solution or complete a project.
	6.a - Understand and use technology systems.
	6.d - Transfer current knowledge to learning of new technologies.
CSTA	CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.
	CTL2-01. Use the basic steps in algorithmic problem solving to design solutions.
	CT.L2-07. Represent data in a variety of ways: text, sounds, pictures, numbers.
	CT.L2-08 - Use visual representations of problem states, structures, and data.
	CT.L2-12. Use abstraction to decompose a problem into sub-problems.
	CT.L3A-03. Explain how sequence, selection, iteration, and recursion are building blocks of algorithms.
NGSS	3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to
	meet the criteria and constraints of the problem.
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6.d - Transfer current knowledge to learning of new technologies.	
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1STE 1a - Ap 1.c - Use 2.d - Co 4.b - Pla	9. Songwriting (Unplugged)	L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific including those that signal contrast, addition, and other logical relationships.	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.	CC ELA L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.	5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm.	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities.	7. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning.	6. Attend to precision.	4. Model with mathematics.	2. Reason abstractly and quantitatively.	CC Math Mathematical Practices	NGSS 3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how with the criteria and constraints of the problem.	numbers, logic, sets, and functions. CT.L3A-03. Explain how sequence, selection, iteration, and recursion are building blocks of a	-
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11. Artist -	Nested Loops
ISTE	1.a - Apply existing knowledge to generate new ideas, products, or processes. 1.c - Use models and simulation to explore complex systems and issues.
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	CT.L2:2-14. Examine connections between elements of mathematics and computer science including binary
	numbers, logic, sets, and functions.
NGSS	3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to
	meet the criteria and constraints of the problem.
CC Math	Mathematical Practices.
	1. Make sense of problems and persevere in solving them.
	2. Reason abstractly and quantitatively. 4. Model with mathematics.
	5. Use appropriate tools strategically.
	6. Attend to precision.
	7. Look for and make use of structure.
	8. Look for and express regularity in repeated reasoning.
	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups,
	arrays, and measurement quantities. 3.G.A.2 - Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole.



	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm. 4.MD.A.3 - Apply the area and perimeter formulas for rectangles in real world and mathematical problems.
	and understand concepts of angle measurement. 4.MD.C.7 - Recognize angle measure as additive. 4.G.A.1 - Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. 4.G.A.2 - Classify two-dimensional figures based on the presence of parallel or perpendicular lines.
	4.G.A.2 - Classify two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of a specified size. 4.G.A.3 - Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching part.
	5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm. 5.G.A.2 - Represent real world and mathematical problems by graphing points in the first quadrant of the
CC ELA	coordinate plane, and interpret coordinate values of points in the context of the situation. L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific
	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.
	L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.
12. Farm	Farmer - While Loops
JISI	1.a - Apply existing knowledge to generate new ideas, products, or processes. 1.c - Use models and simulation to explore complex systems and issues.
	4.b - Plan and manage activities to develop a solution or complete a project. 6.a - Understand and use technology systems.
	6.c - Troubleshoot systems and applications.
CSTA	achers,
	problems.
	CT.L1:6-01. Understand and use the basic steps in algorithmic problem-solving. CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.



L.5.6 - Acqui	L.4.6 - Acqu including the	CC ELA L.3.6 - Acqui words and p	4.NBT.B.4 - I	3.OA.3 - Use arrays, and n	7. Look for a 8. Look for a		5. Use appro	4. Model with	2. Reason ab		CC Math Mathematical Practices		NGSS 3-5-ETS1-2 -	numbers, log CT.L3A-03. F	CT.L2-14. Ex.	CT.L2-12. Ust	CT.L2-08. Us	CT.L2-07. Re	CT.L2-06 .De	CPP.L1:6-06. CT.L2-01. Us
L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.	5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm. L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities	7. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning.	precision.	Use appropriate tools strategically.	4. Model with mathematics.	2. Reason abstractly and quantitatively.	1. Make sense of problems and persevere in solving them.	al Practices	meet the criteria and constraints of the problem.	3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to	numbers, logic, sets, and functions. CT.L3A-03. Explain how sequence, selection, iteration, and recursion are building blocks of algorithms.	CT.L2-14. Examine connections between elements of mathematics and computer science including binary	CT.L2-12. Use abstraction to decompose a problem into sub-problems.	CT.L2-08. Use visual representations of problem states, structures, and data.	CT.L2-07. Represent data in a variety of ways: text, sounds, pictures, numbers.	CT.L2-06 Describe and analyze a sequence of instructions being followed.	CPP.L1:6-06. Implement problem solutions using a block-based visual programming language. CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.



13. Bee - N	13.Bee - Nested Loops
ISTE	1.a - Apply existing knowledge to generate new ideas, products, or processes.
	1.c - Use models and simulation to explore complex systems and issues.
	4.b - Plan and manage activities to develop a solution or complete a project.
	6.a - Understand and use technology systems.
	6.c - Troubleshoot systems and applications.
	6.d - Transfer current knowledge to learning of new technologies.
CSTA	CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology.
	problems.
	CT.L1:6-01. Understand and use the basic steps in algorithmic problem-solving.
	CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.
	CT.L2-06 .Describe and analyze a sequence of instructions being followed.
	CT.L2-07. Represent data in a variety of ways: text, sounds, pictures, numbers.
	CT 12-13 Has about the decompose a problem into sub-problems
	CT.L2-14. Examine connections between elements of mathematics and computer science including binary
	numbers, logic, sets, and functions.
	CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.
	CPP.L1:6-06. Implement problem solutions using a block-based visual programming language.
	CT.L3A-03. Explain how sequence, selection, iteration, and recursion are building blocks of algorithms.
NGSS	3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to
CC Math	Mathematical Practices
	1. Make sense of problems and persevere in solving them.
	2. Reason abstractly and quantitatively.
	4. Model with mathematics.
	5. Use appropriate tools strategically.
	6. Attend to precision.
	7. Look for and make use of structure.
	8. Look for and express regularity in repeated reasoning.
	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups,
	arrays, and measurement quantities.



	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.
CC ELA	5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm. L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.
	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.
	L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.
14. Bee Dek	Debugging
ISTE	1.a - Apply existing knowledge to generate new ideas, products, or processes. 1.c - Use models and simulation to explore complex systems and issues.
	4.b - Plan and manage activities to develop a solution or complete a project. 4.d - Use multiple processes and diverse perspectives to explore alternative solutions.
	6.a - Understand and use technology systems.
	6.c - Troubleshoot systems and applications. 6.d - Transfer current knowledge to learning of new technologies.
CSTA	CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology. CT. L1:3-01. Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate
	problems. CT.L1:6-01. Understand and use the basic steps in algorithmic problem-solving.
	CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.
	CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.
	CT.L2-08. Use visual representations of problem states, structures, and data.
	CT.L2-12. Use abstraction to decompose a problem into sub-problems.
	CT.L2:2-14 - Examine connections between elements of mathematics and computer science including binary
	numbers, logic, sets, and functions.
NGSS	sible solutions to a prob
	meet the criteria and constraints of the problem.
CC Math	Mathematical Practices



CSTA	ISTE	15. Bounce			CC ELA			
CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology. CT. L1:3-01. Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate problems. CT.L1:6-01. Understand and use the basic steps in algorithmic problem-solving. CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.	 1.a - Apply existing knowledge to generate new ideas, products, or processes. 1.c - Use models and simulation to explore complex systems and issues. 4.b - Plan and manage activities to develop a solution or complete a project. 4.d - Use multiple processes and diverse perspectives to explore alternative solutions. 6.a - Understand and use technology systems. 6.c - Troubleshoot systems and applications. 6.d - Transfer current knowledge to learning of new technologies. 		L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.	L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.	4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.	3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities.	 Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated reasoning.



Standards Alignment

16. Play Lab - Create a Story	_
L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.	
L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.	
CC ELA L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships.	
Fluently multiply	
4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.	
3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities	
8. Look for and express regularity in repeated reasoning.	
7. Look for and make use of structure.	
6. Attend to precision.	
5. Use appropriate tools strategically.	
4. Model with mathematics.	
2. Reason abstractly and quantitatively.	
CC Math Mathematical Practices	
meet the criteria and constraints of the problem.	
NGSS 3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to	
CT.L3A.03. Explain how sequence, selection, iteration, and recursion are building blocks of algorithms.	
numbers, logic, sets, and functions.	
CT.L2-12. Use abstraction to decompose a problem into sub-problems.	
CT.L2-08. Use visual representations of problem states, structures, and data.	
CT.L2-06. Describe and analyze a sequence of instructions being followed.	
CPP.L1:6-06. Implement problem solutions using a block-based visual programming language. CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.	
	1

ISTE 1.a - Apply existing knowledge to generate new ideas, products, or processes.



CC Math Mathematical Practices 1. Make sense of problems and persevere in solving them.
NGSS 3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to
numbers, logic, sets, and functions. CPP.L2-08. Demonstrate dispositions amenable to open-ended problem solving and programming. CT.L3A.03. Explain how sequence, selection, iteration, and recursion are building blocks of algorithms.
CT.L2-08. Use visual representations of problem states, structures, and data. CT.L2-12. Use abstraction to decompose a problem into sub-problems. CT.L2-14. Examine connections between elements of mathematics and computer science including binary
CT.L2-06. Describe and analyze a sequence of instructions being followed. CT.L2-07. Represent data in a variety of ways: text, sounds, pictures, numbers.
CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out. CPP.L1:6-06. Implement problem solutions using a block-based visual programming language. CT I 2-01. Use the basic steps in algorithmic problem solving to design solutions.
student partners. CPP.L1:6-03. Use technology tools for individual and collaborative writing, communication and publishing
publishing activities. CPP.L1:3-03. Create developmentally appropriate multimedia products with support from teachers, family, or
CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology. CL.L1:6-01. Use productivity technology tools for individual and collaborative writing, communication, and
problems. CT.L1:3-02. Use writing tools, digital cameras and drawing tools to illustrate thoughts, ideas, and stories in a step
CSTA CT. L1:3-01. Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate
6.c - Troubleshoot systems and applications. 6.d - Transfer current knowledge to learning of new technologies.
15.
4.b - Plan and manage activities to develop a solution or complete a project. 4.d - Use multiple processes and diverse perspectives to explore alternative solutions.
2.b - Communicate information and ideas effectively to multiple audiences using a variety of media and formats
1.b - Create original works as a means of personal or group expression.2.a - Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.



Standards Alignment

publish writing as well as to interact and collaborate with others.
W.5.6 - With some guidance and support from adults, use technology, including the Internet, to produce and
W.5.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive
L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships
W.4.6 - With some guidance and support from adults, use technology, including the internet, to produce and publish writing as well as to interact and collaborate with others.
details, and clear event sequences.
including those that signal precise actions, emotions, or states of being and that are basic to a particular topic. W.4.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive
L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases,
keyboarding skills) as well as to interact and collaborate with others.
details, and clear event sequences.
W.3.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive
CC ELA L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases including those that signal spatial and temporal relationships
5.NBT.B.5 - Fluently multiply multi-digit whole numbers using the standard algorithm.
4.NBT.B.4 - Fluently add and subtract multi-digit whole numbers using the standard algorithm.
arrays, and measurement quantities.
3.0A.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups,
8. Look for and express regularity in repeated reasoning.
7. Look for and make use of structure.
5. Use appropriate tools strategically.
4. Model with mathematics.
O

ISTE 1.a - Apply existing knowledge to generate new ideas, products, or processes.



Math	22
NGSS 3-5-ETS1-2 - Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.	
CT.L3A-03. Explain how sequence, selection, iteration, and recursion are	
numbers, logic, sets, and functions. CPP.L2-08. Demonstrate dispositions amenable to open-ended problem solving and programming.	
CT.L2-14. Examine connections between elements of mathematics and computer science including binary	
CT.L2-12. Use abstraction to decompose a problem into sub-problems.	
Represent data in a variety of ways: text, sounds, pictures, nu	
CT.L2-06. Describe and analyze a sequence of instructions being followed.	
CT.L2-01. Use the basic steps in algorithmic problem solving to design solutions.	
CPP.L1:6-05. Construct a program as a set of step-by-step instructions to be acted out.	
activities.	
CPP.L1:6-03. Use technology tools for individual and collaborative writing, communication and publishing	
CPP.L1:3-03. Create developmentally appropriate multimedia products with support from teachers, family, or	
CL.L1:6-01. Use productivity technology tools for individual and collaborative writing, communication, and	
CL.L1:3-02. Work cooperatively and collaboratively with peers teachers, and others using technology.	
by step manner.	
CT.L1:3-02. Use writing tools, digital cameras and drawing tools to illustrate thoughts, ideas, and stories in a step	
CTA CT 1:3-01 Ilse technology resources (e.g. puzzles logical thinking programs) to solve age appropriate	
6.d - Transfer current knowledge to learning of new technologies.	
6.c - Troubleshoot systems and applications	
4.a - Ose maluple processes and aiverse perspectives to explore alternative solutions.	
2.b - Communicate information and ideas effectively to multiple audiences using a variety of media and formats	
and media.	
2.a - Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments	
1.b - Create original works as a means of personal or group expression.1.c - Use models and simulation to explore complex systems and issues.	



Standards Alignment

w.s.s - write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences. W.5.6 - With some guidance and support from adults, use technology, including the Internet, to produce and publish writing as well as to interact and collaborate with others.
details, and clear event sequences. W.4.6 - With some guidance and support from adults, use technology, including the Internet, to produce and publish writing as well as to interact and collaborate with others. L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships.
keyboarding skills) as well as to interact and collaborate with others. L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic. W.4.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive
words and phrases, including those that signal spatial and temporal relationships. W.3.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.
!
3.OA.3 - Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities
 Reason abstractly and quantitatively. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated reasoning.

ISTE | 5.a - Advocate and practice safe, legal, and responsible use of information and technology.



GSTA Cilli3-Oil Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology systems and software. CEPL2-O6. Demonstrate good practices in personal information security: using passwords, encryption, secure transactions. CDL16-O4. Identify that information is coming to the computer from many sources over a network. CDL12-O6. Describe the major components and functions of computer systems and networks. NA CC HAIT N.A CC ELA SL.31 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly. SL.41 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly. L.46 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic. SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly. L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic. SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly. L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal propriate partners of being academic and domain-specific words and phrases, including thos	CT.L1:6-01. Understand and use the basic steps in algorithmic problem-solving. CT.L1:6-02. Develop a simple understanding of an algorithm using computer-free exercises.	
CSTA CLL:3-01. Practice responsible digital citizenship (legal and ethical beha and software. CPP.L2-06. Demonstrate good practices in personal information securit transactions. CD.L2-06. Describe the major components and functions of comp. NA CC ELA SL.3.1 - Engage effectively in a range of collaborative discussions (one-diverse partners on grade 3 topics and texts, building on others' ideas a SL.3.3 - Acquire and use accurately grade-appropriate general academic including those that signal precise actions, or states of being SL.5.1 - Engage effectively in a range of collaborative discussions (one-diverse partners on grade 4 topics and texts, building on others' ideas a SL.3.1 - Engage effectively in a range of collaborative discussions (one-diverse partners on grade 4 topics and texts, building on others' ideas a SL.4.1 - Engage effectively in a range of collaborative discussions (one-diverse partners on grade 4 topics and texts, building on others' ideas a L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal precise actions, emotions, or states of being SL.5.1 - Engage effectively in a range of collaborative discussions (one-diverse partners on grade 5 topics and texts, building on others' ideas a L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations L.5.6 - Acquire and use accurately grade-appro		
CSTA CIL1:3-O1. Practice responsible digital citizenship (legal and ethical beha and software. CPP.L2-O6. Demonstrate good practices in personal information securit transactions. CD.L1:6-O4. Identify that information is coming to the computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe and answer questions about information from a speaker, of CD.L2-O6. Describe effectively in a range of collaborative discussions (one-cdiverse partners on grade 4 topics and texts, building on others' ideas a L.6. Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations to Use models and simulation to explore complex systems and including those that signal contrast, addition, and other logical relations for CDMds. Plan and manage activities to develop a solution or completed the problems.	6.a - Understand and use technology systems.	
CSTA CIL1:3-O1. Practice responsible digital citizenship (legal and ethical beha and software. CPP.L2-O6. Demonstrate good practices in personal information securit transactions. CD.L1:6-O4. Identify that information is coming to the computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe the major components and functions of computer f CD.L2-O6. Describe and answer questions about information from a speaker, of CD.L2-O6. Describe and use accurately grade-appropriate general academic including those that signal precise actions, emotions, or states of being SL.5.1 - Engage effectively in a range of collaborative discussions (one-cdiverse partners on grade 5 topics and texts, building on others' ideas a L.5.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations including those that signal contrast, addition, and other logical relations components and including the problems.	4.b - Plan and manage activities to develop a solution or complete a project.	
CSTA CLL1:3-01. Practice responsible digital citizenship (legal and ethical behand software. CPP.12-06. Demonstrate good practices in personal information securit transactions. CD.L1:6-04. Identify that information is coming to the computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and functions of computer f CD.L2-06. Describe the major components and texts, building on others' ideas a L.4.6 - Acquire and use accurately grade-appropriate general academic including those that signal contrast, addition, and other logical relations components and including those that signal contrast, addition, and other logical relations of components and including those that signal contrast, addition, and other logical relations of the components and including those that signal contrast, addition, and other logical relations of the components and including those that signal contrast, addition, and other logical relations of the components and including the co	2.d - Contribute to project teams to solve problems.	
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5.b - Exhibit a positive attitude toward using technology that supports of a - Understand and use technology systems. CSTA CI.L1:3-01. Practice responsible digital citizenship (legal and ethical behaden and software. CPP.L2-06. Demonstrate good practices in personal information security transactions. CD.L1:6-04. Identify that information is coming to the computer of CD.L2-06. Describe the major components and functions of computer of CD.L2-06. Describe the major components and functions of computer of CMath NA C Math NA SL.3.1 - Engage effectively in a range of collaborative discussions (one-computers on grade 3 topics and texts, building on others' ideas a SL.3.3 - Ask and answer questions about information from a speaker, of L.3.6 - Acquire and use accurately grade-appropriate conversational, geometrically should be conversational on others' ideas a structure partners on grade 4 topics and texts, building on others' ideas a diverse partners on grade 4 topics and texts, building on others' ideas a diverse partners on grade 4 topics and texts, building on others' ideas and diverse partners on grade 4 topics and texts, building on others' ideas and diverse partners on grade 4 topics and texts, building on others' ideas and diverse partners on grade 4 topics and texts, building on others' ideas and diverse partners on grade 4 topics and texts.	` ' '	
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CSTA NGSS C Math	SL.3.3 - Ask and answer questions about information from a speaker, offering appropriate elaboration and detai L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific	
CSTA NGSS	E	
	C Math	
	CD.L1:6-04. Identity that information is coming to the computer from many sources over a network. CD.L2-06. Describe the major components and functions of computer systems and networks.	
	transactions.	
	and software. CPP.L2-06. Demonstrate good practices in personal information security: using passwords, encryption, secure	
5.b - Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity 6.a - Understand and use technology systems.		
	5.b - Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. 6.a - Understand and use technology systems.	



NGSS CC Math	CT.L1:6-05 Make a list of sub-problems to consider while addressing a larger problem. CL.L1:6-03. Identify ways that teamwork and collaboration can support problem solving and innovation. CT.L2-06. Describe and analyze a sequence of instructions being followed. K-2-ETS1-1 - Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool. Mathematical Practices 1. Make sense of problems and persevere in solving them. 2. Reason abstractly and quantitatively. 6. Attend to precision. 7. Look for and make use of structure. 8. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning. SL.3.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly. SL.3.3 - Ask and answer questions about information from a speaker, offering appropriate elaboration and detail.
	SL.4.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly. L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic. SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly. L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships
20. Digital	Citizenship (Unplugged) 1.c - Use models and simulations to explore complex systems and issues.
ISTE	1.c - Use models and simulations to explore complex systems and issues. 2.d - Contribute to project teams to solve problems. 5.a - Advocate and practice safe, legal, and responsible use of information and technology. 5.b - Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. 5.d Exhibit leadership for digital citizenship. 6.a - Understand and use technology systems.



CSTA	CI.L1:3-01. Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology systems
	and software.
	CI.L1:6-01. Discuss basic issues related to responsible use of technology and information, and the consequences
	of inappropriate use.
	CI.L1:6-02. Identify the impact of technology (e.g. social networking, cyber bullying, mobile computing and
	communication, web technologies, cyber security, and virtualization) on personal life and society.
	CI.L1:6-04. Understand ethical issues that relate to computers and networks (e.g., equity of access, security,
	privacy, copyright, and intellectual property).
	CI.L2-01. Exhibit legal and ethical behaviors when using information and technology and discuss the
	consequences of misuse.
	CI.L2-05. Describe ethical issues that relate to computers and networks (e.g., security, privacy, ownership, and
	information sharing).
	CPP.L2-06. Demonstrate good practices in personal information security: using passwords, encryption, secure
	transactions.
NGSS	NA NA
CC Math	NA NA
ATE 33	SL.3.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with
	diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly.
	SL.3.3 - Ask and answer questions about information from a speaker, offering appropriate elaboration and detail.
	L.3.6 - Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific
	words and phrases, including those that signal spatial and temporal relationships.
	SL.4.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with
	diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.
	L.4.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases,
	including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.
	SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with
	diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.
	L.5.6 - Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases,
	including those that signal contrast, addition, and other logical relationships